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PATENT ABSTRACTS OF JAPAN

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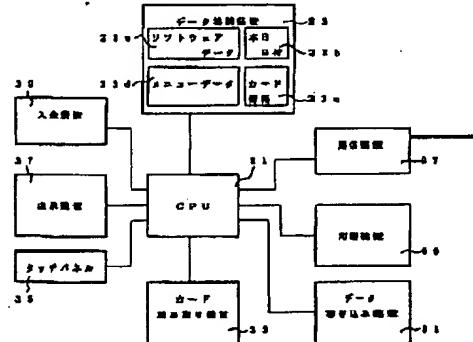
(54) AUTOMATIC VENDING MACHINE

(57) Abstract:

PURPOSE: To provide an automatic vending machine provided with a means capable of regulating sales in correspondence to a user concerning merchandise purchasable person of which is specified by the age limit, etc.

CONSTITUTION: When the user inserts an ID card recording information of the date of the user's birth, etc., into a card reader 33 in advance of the purchase of the merchandise, the piece of information is stored in a card information storage part 23c within a data storage device 23 so as to calculate the age of the user from the piece of information and today's date information stored in a today's date storage part 23b. Then, when the age of user is younger than the purchasable age specified to each merchandise, which is stored in a menu data storage part 23d, the machine operates not to sell the merchandise.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Industrial Application] This invention relates to the automatic vending machine treating the goods with which those who can be purchased were further specified as the detail by the age limit etc. about an automatic vending machine.

[0002]

[Description of the Prior Art] In the conventional automatic vending machine, if the goods with which a user injects a tariff and wishes to purchase are specified with a carbon button etc., all the goods that anyone sells with the automatic vending machine can be purchased. That is, the goods sold according to a user's age etc. were not able to be restricted, or sale of goods was not able to be stopped by the automatic-vending-machine side.

[0003]

[Problem(s) to be Solved by the Invention] However, it is not necessary to give the example of an alcoholic beverage or tobacco, and has been a big problem socially about the property of the automatic vending machine that anyone will be able to purchase goods if the above tariffs are injected. Therefore, about the goods with which those who can be purchased were specified by the age limit etc. depending on the case, the situation where sale with an automatic vending machine is not accepted is also produced.

[0004] This invention is made in order to solve the trouble mentioned above, and it aims at offering the automatic vending machine equipped with the means which can carry out selling regulation by the age limit etc. about the goods with which those who can be purchased were specified according to a user.

[0005]

[Means for Solving the Problem] It has a selling means to sell said goods only to the user judged to fulfill the conditions which can be purchased with a decision means to judge whether the automatic vending machine of this invention treats the goods with which those who can be purchased were specified at least, and the user fulfills further the conditions which can purchase said goods, and its decision means in order to attain this purpose.

[0006]

[Function] The decision means in the automatic vending machine of this invention which has the above-mentioned configuration judges how [that fulfills the conditions which a user can purchase] it is to the goods with which those who can be purchased are specified. Conditions point out what was set up about various items, such as age, sex, and rating, here. Moreover, said goods are sold only to the user judged that the selling means fulfills the conditions which can be purchased with said decision means. Therefore, said goods are not sold to the user judged not to fulfill the conditions which can be purchased with said decision means.

[0007]

[Example] Hereafter, one example which materialized this invention is explained with reference to a drawing.

[0008] Drawing 1 is drawing showing the outline at the time of carrying out this invention in the automatic selling system of computer software. The automatic selling system in this example has a host computer 1 and two or more automatic vending machines 5, and both are connected by the communication line 3.

[0009] In here, said host computer 1 memorizes the program of all the software that can be purchased with an automatic vending machine 5, data, an operation manual, etc. as digital data. Moreover, said automatic vending machine 5 can sell software, and when a user operates this equipment, it can purchase software. Said communication line 3 performs communications control between a host computer 1 and an automatic vending machine 5, and one communication line 3 manages the communications control of two or more automatic vending machines 5.

[0010] Next, purchase actuation of the software using the automatic vending machine 5 in this example is explained, referring to drawing 1 and drawing 2. Drawing 2 is a flow chart showing purchase actuation of the software by the user of an automatic vending machine 5.

[0011] First, a user inserts in an automatic vending machine 5 the ID card with which its individual humanity news is memorized (S1). Information, such as a user's birth date, is included in said individual humanity news. Then, a user performs actuation for choosing the software which wishes to purchase according to the explanation currently displayed on the display of an automatic vending machine 5 (S2). And payment [a user / the tariff] (S3) since a tariff is displayed on the display of an automatic vending machine 5 after said selection actuation is completed. In the meantime, an automatic vending machine 5 communicates with a host computer 1 through a communication line 3, receives the data of purchase software, and memorizes them inside equipment. A data file required for a program and program execution among the memorized data etc. is written in a floppy disk, and an operation manual etc. is outputted from a printer. A user receives this floppy disk and printed matter (S5). Moreover, before a purchase object is received, return of an ID card is performed to a user (S4). In addition, an ID card is returned for preventing a failure of a card taking ahead of a purchase object. Next, it explains in order using the block diagram showing the configuration of the control section of an automatic vending machine 5 in drawing 3.

[0012] CPU21 controls processing actuation of each component of an automatic vending machine 5, and data storage equipment 23 consists of date storing section 23b, card information storing section 23c, 23d of the menu data storage sections etc., etc. software data storage section 23a and today.

[0013] Explanation of the outline of each component stores in said software data storage section 23a the data of the software which a user purchases. The date of the date is stored in date storing section 23b today today. In here, the date is transmitted to an automatic vending machine 5 through a communication line 3 today from a host computer 1, when the date changes during the time of operation initiation of an automatic vending machine 5, or operation. And with a communication device 27, an automatic vending machine 5 receives this information, and stores it in date storing section 23b today.

[0014] The individual humanity news memorized by the ID card which the user inserted is stored in card information storing section 23c. The menu information on all the software that can be purchased with an automatic vending machine 5 is stored in 23d of menu data storage sections. Said menu information is also the information about all the software memorized by the host computer 1. And when addition and deletion are performed for the software in a host computer 1, new menu information is transmitted to an automatic vending machine 5 through a communication line 3, and renewal of menu information is performed.

[0015] A communication device 27 can perform data communication with a host computer 1 through a communication line 3, and can receive the date and menu information with this equipment as mentioned above the data of the software which the user purchased, and today.

[0016] An airline printer 29 prints the operation manual of the software which the user purchased etc., and data write-in equipment 31 can write a data file required for the program and program execution of software which the user purchased etc. in a floppy disk.

[0017] A card reader 33 reads the individual humanity news memorized by the ID card which the user inserted, and individual humanity news is stored in card information storing section 23c in data storage

equipment 23 as mentioned above. Moreover, when sale of software is completed or a user stops the purchase of software, a card reader 33 discharges an ID card, and it is constituted so that it may return to a user.

[0018] A touch panel 35 can be stuck to the display of an indicating equipment 37, and can be attached, and a user can specify now the contents currently displayed on the display by touching with a finger.

[0019] While a display 37 shows the procedure of software purchase, software retrieval, payment of a tariff, etc. are displayed and payment equipment 39 performs collection of a tariff, and expenditure of change.

[0020] In the automatic vending machine 5 constituted as mentioned above, how to restrict the software which can be purchased according to a user's age is explained with reference to drawing 4 and drawing 5.

[0021] Drawing 4 shows a part of menu information stored in 23d of menu data storage sections. In addition to the title of software, the correspondence model, and the price, the minimum of the age which can purchase the software is shown in drawing. Drawing 5 is a flow chart about the menu display action of an automatic vending machine 5.

[0022] CPU21 calculates a user's age first by the birth date of the individual humanity news stored in date and card information storing section 23c today when it was stored in date storing section 23b today (S11). Next, CPU21 reads the menu information stored in 23d of menu data storage sections by one (S13). In a part for one, it is a thing for one line for 1 software (i.e., drawing 4) here. Then, CPU21 compares with the age within menu information a user's age calculated by S11, and when a user's age is beyond the age within menu information, it displays (S15;Y) and its menu information on the display of an indicating equipment 37 (S17). As already stated, a user can specify the contents of a display of a display by touching with a finger. If the title of software, the correspondence model, the price, etc. are displayed on the display as a menu, contents explanation of the software can be seen or purchased by touching there.

[0023] When a user's age is under the age within menu information, (S15;N) and its menu information are not displayed. CPU21 repeats this processing to the last of menu information (S19;Y). When the following menu information which should be displayed is lost (S19;N), menu display processing of an automatic vending machine 5 is completed.

[0024] If menu display processing of an automatic vending machine 5 is performed as mentioned above, only the software which can be purchased by a user's age will be displayed as a menu. If the age of menu information is set up with 20 when saying that the contents of software do not want minors to purchase for adults, when a user's age will be less than 20 years old, the software is not displayed as a menu. That is, it is not known by minors that the software can purchase with an automatic vending machine 5 itself.

[0025] This invention is not limited to the example explained in full detail above, and can add various modification in the range which does not deviate from the meaning.

[0026] For example, although the limit by a user's age was performed about the menu display in this example, a menu display is performed about all software, and when a user specifies, the limit by age may be performed. That is, when software which a user cannot purchase is specified, the contents are seen only by an alarm sound sounding, or you may prevent from purchasing.

[0027] Moreover, although a user's birth date is memorized by the ID card, a user's age is calculated from the date it and today and only the goods which can be purchased by the age were sold in this example, only a user's identification number may be memorized in an ID card. In this case, it will be judged whether an automatic vending machine can transmit this user's identification number to a host computer, and can purchase it by the host computer side. In this method, the criteria of decision whether the purchase by the side of a host computer is possible may not be age. The goods which can be purchased can be restricted on the basis of various items of a user's individual humanity news memorized by the host computer.

[0028] Moreover, if an ID card spreads as an identification certificate, this method can be introduced into automatic vending machines, such as alcohol, tobacco, and books for adults, and that effectiveness

is large. A card reader is formed in these automatic vending machines, a user's age as well as an example is calculated, and minors prevent from purchasing. It can respond by various approaches -- although the injection of a tariff this [whose] does not receive the injection of a tariff is possible, even if it pushes the carbon button of goods, goods do not come out.

[0029] Furthermore, if various licenses, such as a driver's license, are used instead of an ID card, goods can be sold only within those who own those licenses.

[0030]

[Effect of the Invention] According to the automatic vending machine of this invention, it becomes possible like [it is ***** from having explained above and] to carry out selling regulation by the age limit etc. about the goods with which those who can be purchased were specified according to a user. Moreover, if this invention is developed like an example, there is also an advantage that only the goods which can be purchased according to a user's age etc. can be shown.

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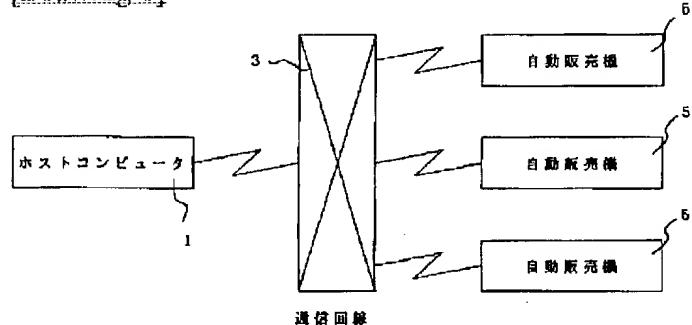
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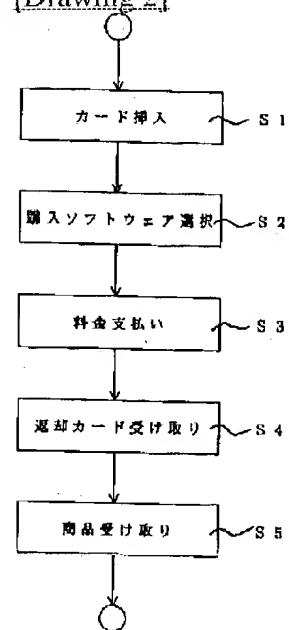
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DRAWINGS

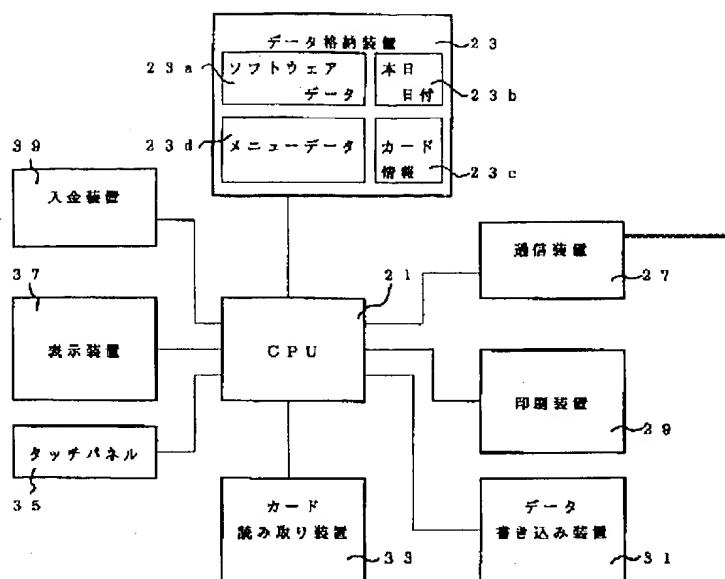
[Drawing 1]



[Drawing 2]



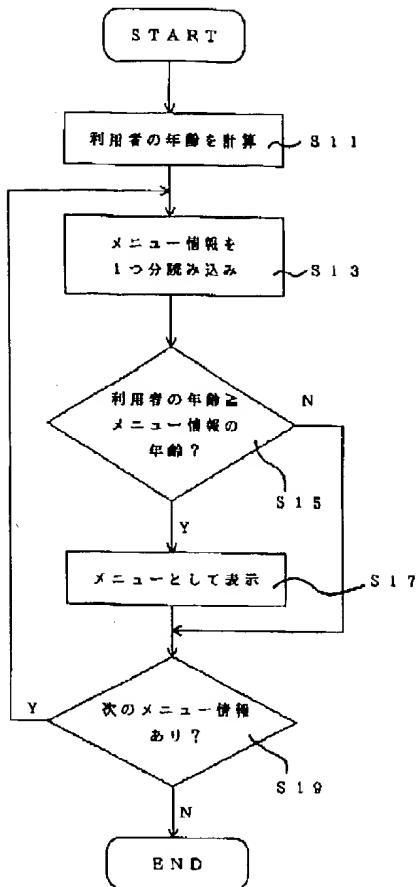
[Drawing 3]



[Drawing 4]

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[Drawing 5]



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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention relates to the game equipment and the information storage which can generate a different image for every time zone.

[0002]

[Background Art and Problem(s) to be Solved by the Invention] Although the game of various genres has won popularity in recent years, it is usually that the ideas over a game differ according to the age group which enjoys it. For example, an adult likes a game with an ambient atmosphere [that a role playing game, a mah-jongg game, etc. are complicated and adult] to liking a game that an action game, a child's puzzle game, etc. are simple and speedy. Moreover, a child likes an image real [an adult] and serious to liking a fantastic and comical image. Therefore, although a child enjoys popularity, an adult has unpopular game equipment or there is game equipment of the reverse inclination.

[0003] On the other hand, in the game facility, entrance age is restricted according to the time zone by laws, such as a food-and-entertainment-businesses method, and the regulations for every municipal corporation. For example, a child's entrance is restricted after 18:00 and a boy's entrance is restricted after 22:00. Therefore, in the time zone when a child's entrance is restricted, the direction with much installation number of the game equipment for adults is more desirable than the game equipment for children on business. On the other hand, in the time zone when a child's entrance is not restricted, rather than the game equipment for adults, the direction with much installation number of the game equipment for children is desirable on business, and can also think that existence of the game equipment for adults is not desirable from a viewpoint on a child's education.

[0004] However, with old game equipment, do not depend the image displayed, it is being fixed to the time zone, and one game equipment has played only one kind of game. For this reason, the game equipment for children was not used effectively in the time zone in which a child's entrance is restricted and a child is not, and the game equipment for adults was not conversely used effectively by adult in the time zone in which many children are.

[0005] This invention has the place which it is made in order to solve the above technical problems, and is made into the purpose in offering the game equipment and the information storage medium which can generate the suitable image according to each time zone.

[0006]

[Means for Solving the Problem] A setting means for a user to set up the assignment information which this invention is game equipment which generates and outputs an image, and specifies the image displayed on a time zone and this time zone, in order to solve the above-mentioned technical problem, A means to memorize a setup by said setting means, and the timer for asking for current time, It asks for the time zone when this current time belongs based on the current time obtained by said timer, and is characterized by including a means to direct generation of the image specified by said assignment information set as this time zone, and a means to generate the directed image.

[0007] According to this invention, users, such as an operator of a game facility, set up the assignment

information on the image displayed on a time zone and its time zone using a given actuation means. Then, the setup is memorized. And current time is called for by the timer and the image specified as the time zone when the current time belongs is generated. A different image by this for every time zone can be displayed. Especially this invention has the description in the point that a user can set up freely the image displayed on each time zone. The image for which a user asks can be displayed on each time zone by this, and improvement in the operating ratio of the game equipment in a game facility etc. can be expected.

[0008] Moreover, a means to memorize a setup of the assignment information which this invention is game equipment which generates and outputs an image, and specifies the image displayed on a time zone and this time zone, The timer for asking for current time, and a means to forbid time amount doubling to the time amount of the arbitration of said timer, It asks for the time zone when this current time belongs based on the current time obtained by said timer, and is characterized by including a means to direct generation of the image specified by said assignment information set as this time zone, and a means to generate the directed image.

[0009] According to this invention, a setup of the assignment information on the image displayed on a time zone and its time zone is memorized by the manufacturer of game equipment etc. at a setting storage means. And current time is called for by the timer and the image specified as the time zone when the current time belongs is generated. And according to this invention, time amount doubling to the time amount of the arbitration of a timer is forbidden. By doing in this way, it can prevent effectively that a user makes game equipment generate an image which puts the time amount of a timer out of order, and is different from a setup of a manufacturer.

[0010] Moreover, this invention is restricting a setup of the time amount doubling data to said timer to a setup by the communication link with host equipment, and is characterized by forbidding time amount doubling to the time amount of the arbitration of said timer. According to this invention, time amount doubling of a timer will be performed by the communication link with the host equipment which a manufacturer etc. owns. By doing in this way, it becomes possible to make it in agreement with the time amount to which a manufacturer manages the time amount of a timer, and time amount doubling to the time amount of the arbitration of a timer can be forbidden effectively.

[0011] Moreover, this invention is that rewriting by the program restricts a setup of the time amount doubling data to said timer to a setup by data reading from impossible memory, and is characterized by forbidding time amount doubling to the time amount of the arbitration of said timer. According to this invention, rewriting according [time amount doubling of a timer] to a program will be performed by data reading from impossible memory.

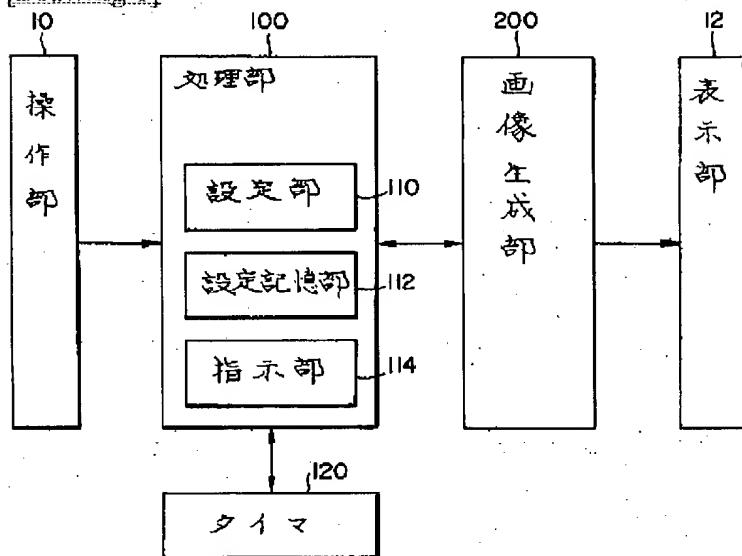
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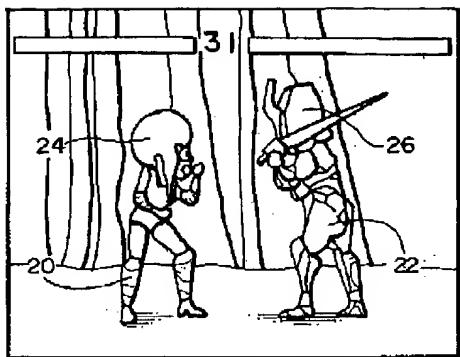
DRAWINGS

[Drawing 1]

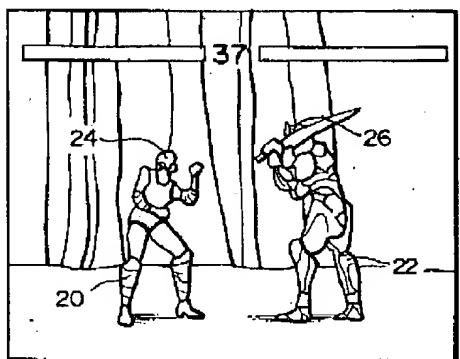


[Drawing 3]

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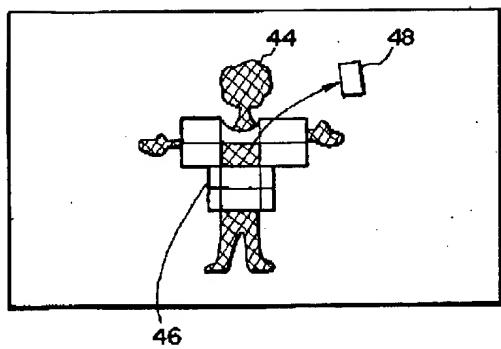


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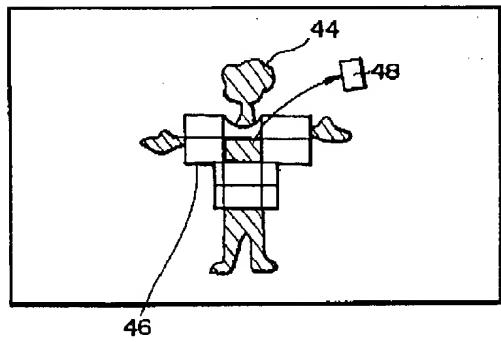


[Drawing 5]

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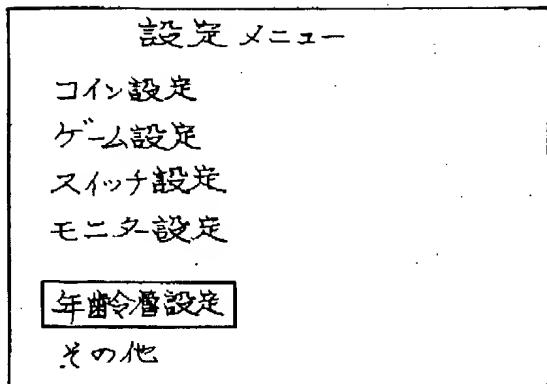


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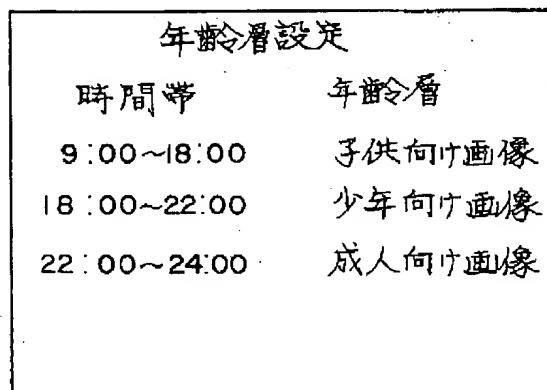


[Drawing 2]

(A)

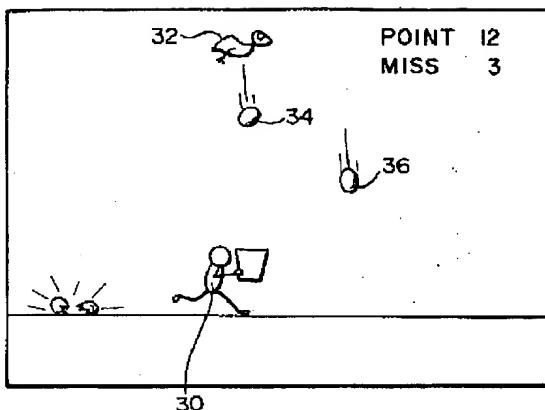


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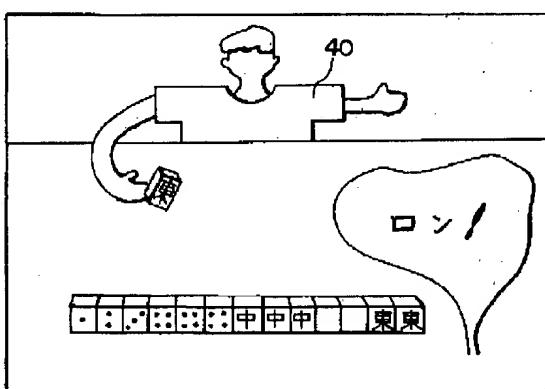


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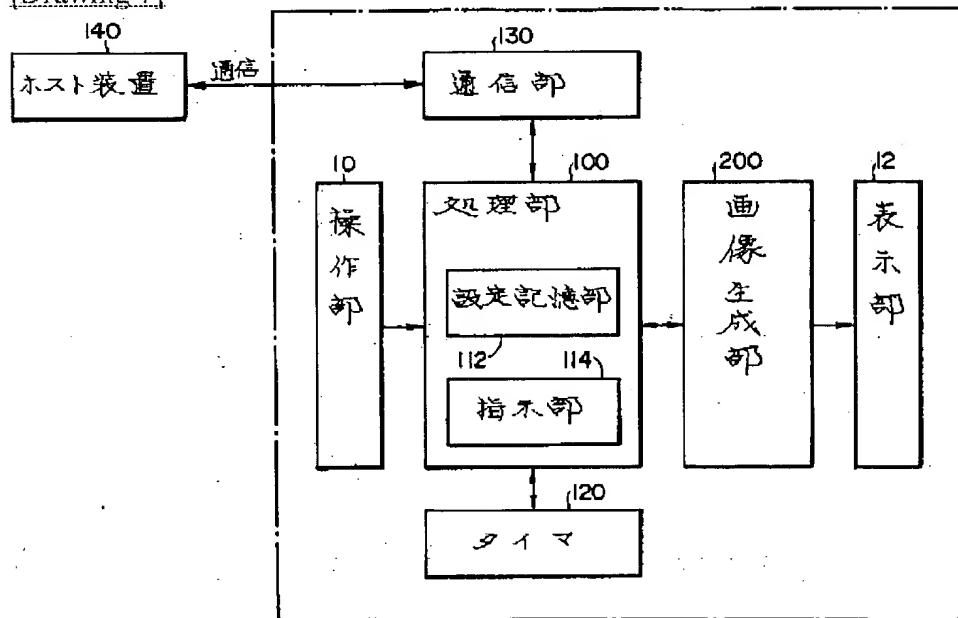
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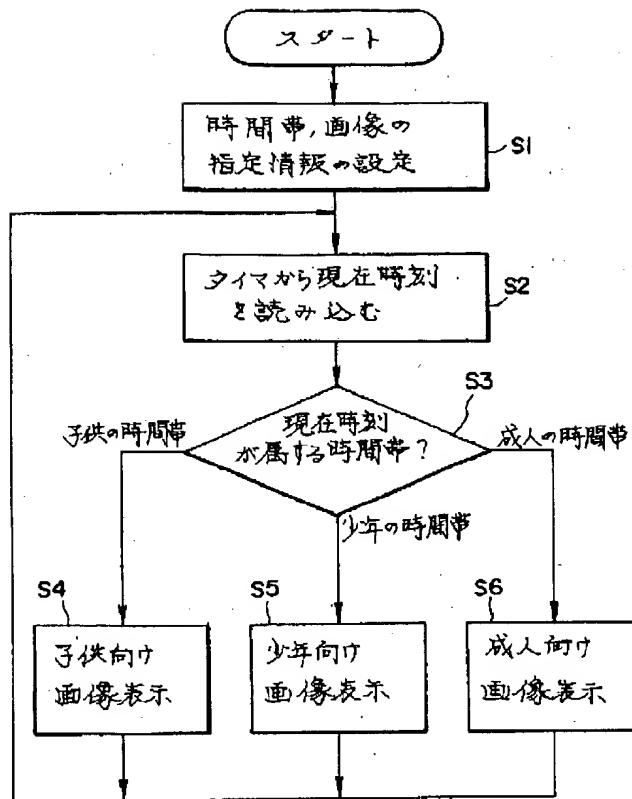
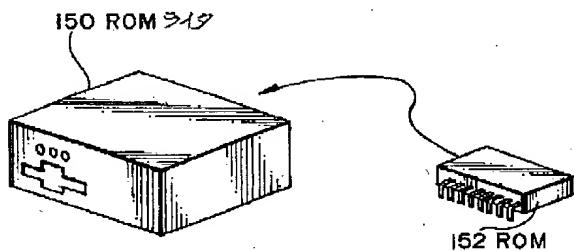
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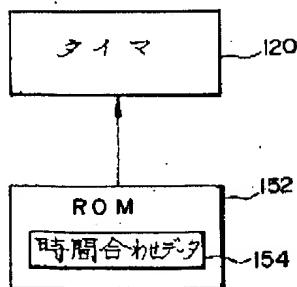
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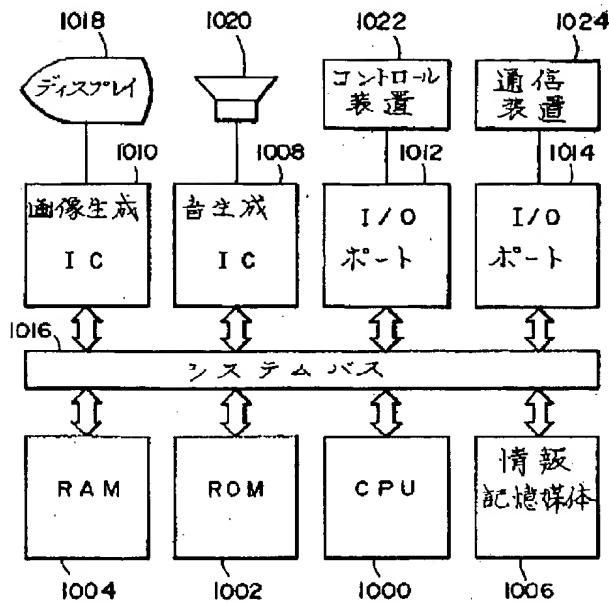
[Drawing 6]

[Drawing 8]
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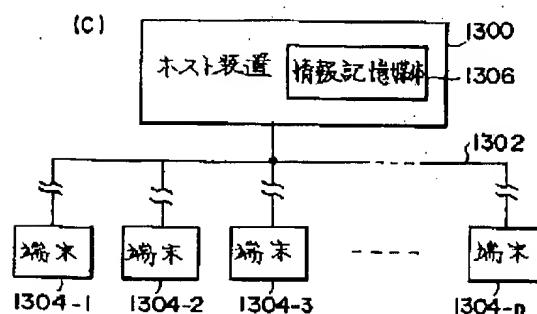
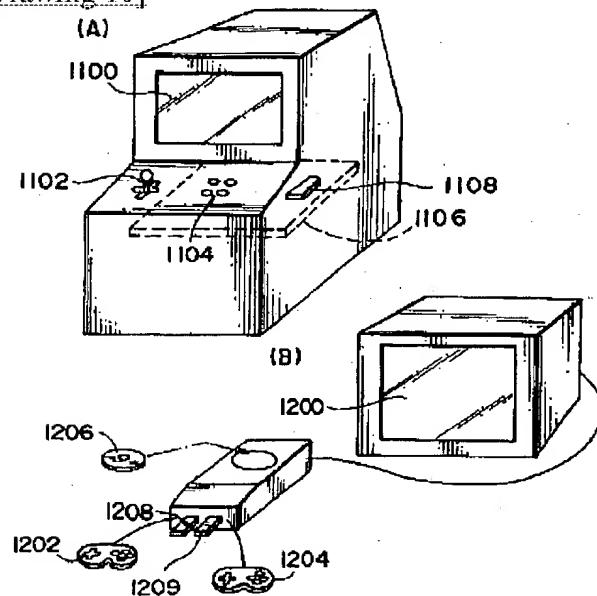
(B)



[Drawing 9]



[Drawing 10]



[Translation done.]